

Spyro 2: Season of Flame

FAQ/Walkthrough

by dark52

Updated to v1.0 on Jun 6, 2017

| This guide has a 59.09% GameFAQs approval rating. |
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| 13 Yes / 9 No | (04/06/2017)
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Spyro 2: Season of Flame

Author - dark52

Version - 1.0

Completed - 08/11/05

Email - dark52 (at) darkspyro (dot) net

Website - <http://www.darkspyro.net/>

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O	~	O	
	[0000]	Introduction	
O	~	O	

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	[0001]		-----	Introduction	
o	-----o	\	-----/		

The second Spyro game to appear on the GameBoy Advance. Still made by Digital Eclipse as last time, they've managed to improve upon Season of Ice thankfully. The game now has a memory. Certain things you do stay forever rather than having to do them every time you die or go back into a level. The game also has a much better Atlas as it no longer just lists numbers but also pictures to help you with your collecting. And the introduction of a map is a great thing as it very useful if you're lost in a level.

Being back in the Dragon Realms rather than the Fairy ones, this game allows you to control some other characters aside from Spyro and Sparx (Sparx not being a playable character in this game). Overall both the graphics and game-play have been improved dramatically for this second instalment by Digital Eclipse.

o	-----o	/	-----\		
	[0002]		-----	Controls	
o	-----o	\	-----/		

		o	-----o	
			SPYRO THE DRAGON	
o	-----o			
	Button		Action	

A	Jump. Press again when in the air to glide. Press again whilst in glide to hover and end the glide.
B	Flame
R	Charge
Start	Bring up the start menu
Select	Change breath type
L + Select	Open Map

o-----o
| AGENT 9 |

Button	Action
A	Jump, press again to double jump
B	Fire
L	Switch Weapon
Down	Crouch
Start	Bring up the start menu

o-----o
| SHEILA THE KANGAROO |

Button	Action
A	Jump, press again to double jump
B	Kick
A + A + B	Stomp while performing double jump
Start	Bring up the start menu

o-----o /-----\
| [0003] |-----| Story |
o-----o \-----/

After a well-deserved vacation following the encounter with Grendor and the Season of Ice, Spyro returns to the Dragon Realms to discover that none of the Dragon Elders are able to breathe fire anymore! In fact, not even Spyro can use his flame breath any longer! It's been turned icy cold! (Naturally, Hunter has been frozen solid by this time.) Someone, mysteriously, has stolen all the fireflies, the source of all fiery Dragon Power. And it's up to Spyro, Hunter, Bianca and Sparx to find out why!

o-----o
| [1000] Walkthrough |
o-----o

This walkthrough can be used together with my level maps which will guide you to where exactly the key and chest are in each level, but this guide will mention those too. You can choose to either follow the walkthrough exactly how it says or actually play the game yourself and just read the parts which you're stuck on, all the fireflies are shown at the point when they are picked up and the boxes should explain how to get them if you're just reading quickly.

Anyhoo, Choose yourself a save slot and you're on your way...

Arriving back from their visit to the Fairy Realms, Hunter, Bianca and Spyro land back in the Dragon Realms in their hot-air balloon. Spyro notices that there's no-one there to welcome them back, and Hunter mentions that it's pretty cold in the Dragon Realms. They spot a Dragon Elder and talk to him.

The Elder informs them that all of the dragon's fireflies have been stolen by an army of Rhynocs. This means that the dragons can no longer breath fire, Spyro proves this by freezing Hunter. They all decide to investigate.

```
o-----o          /-----\
| [1001] |-----|          Sunny Plains          |
o-----o          \-----/
                        | 300 Gems - 6 Fireflies |
                        \-----/
```

After the opening dialogue, you can finally get going with the game and saving the Dragon Realms for the second time in Spyro's life.

Walk along the path right next to you and as you approach a couple of flammable caskets, Sparx will inform you about how to open them up. Very useful information if you're new to the game, but not so if you've played any other game in the series. Carry on past here once you've got those gems and talk to Bianca at the end of this short path.

```
o-----o
| Firefly 001/100 | Pyro |
|-----o
| The first firefly for you to catch. Here you should use your ice breath |
| attack on the firefly to freeze it (similar to using the Bubble Breath to |
| catch dragonflies in Enter the Dragonfly, they even look alike) and then |
| just walk over it on the floor to pick it up. Nice name too.           |
o-----o
```

The portal near to Bianca is to Shamrock Isle, but as you can see if you walk up to it, you can't yet access it as it requires 3 fireflies in order for it to work again. Just like the fairies in Season of Ice.

Anyway, head round to the left now and go around the level following the edge as you go, collecting gems too though. Just a bit along here you should see what looks like a small sundial without the dial, this will be used later and is similar to those things that you had to find in each level of Season of Ice. And just past the sundial is the Hunter.

```
o-----o
| Firefly 002/100 | Brimstone |
|-----o
| Chase after it and freeze it as Hunter drops it.                       |
o-----o
```

Carry on round the level clockwise and soon you should see a firefly running around by itself.

```
o-----o
| Firefly 003/100 | Smoky |
|-----o
| He's running around next to a giant yellow sundial.                     |
o-----o
```

Right next to you now, up onto the platform steps and up to talk to Hunter.

```

o-----o
| Firefly 004/100 | Magma |
|-----o
| Amazingly yes, it's Hunter's usual jumping and gliding tutorial. As simple |
| as always. Don't worry too much if you fall off as you'll be saved by some |
| magic, much like in Season of Ice but less annoying as it allows you some |
| freedom. The only jump that might trouble you is the last one which may |
| require a few attempts before you get it. |
o-----o

```

After getting that firefly, go up to the bit behind Hunter and grab the strange shaped blue gem. The return of the 25. It has been redesigned so that it stands out a lot more and has been given a new colour as it used to be pink, which probably would have made it confusing on a GBA with the 5 value gems being purple. I say probably as I really don't know.

Now, the rest of the level is pretty much gems, so look at the map (hold L and press SELECT) and go around where you haven't yet been to collect all the gems. The only other thing in the level at the moment is located down in the section of the level in the southeast corner. Talk to Bianca there.

```

o-----o
| Firefly 005/100 | Incendio |
|-----o
| Bianca will inform you about the powerup next to her, and then give you |
| this firefly. |
o-----o

```

Use the powerup on the lighter blue water just to the right of the powerup. Over here you should find the last remaining gems of the level, unfortunately you won't be able to finish off the firefly collection for this level just yet though, so it's onto the first actual level of the game.

```

o-----o          /-----\
| [1002] |-----|          Country Farms |
o-----o          \-----/
                | 300 Gems - 7 Fireflies |
                \-----/

```

The portal is located on the platform of which you finish up the Hunter's jumping challenge. Unfortunately they didn't seem to take the hint and have once again used the agonisingly slow in-between levels flying thing which shows all the gems you've collected, great, but they should have made it a bit faster as it can be tedious sometimes, although nowhere near as annoying as the loading times in Enter the Dragonfly, which just took forever for no reason.

Go down to the right and talk to Henrietta (a cow I think), she wants you to go find her sister Daisy. Kill the Rhynoc and continue along to the northeast, where you should find a sheep and...

```

o-----o
| Firefly 006/100 | Welt |
|-----o
| ...this firefly just flying around out in the open, ripe for a freezing. |
o-----o

```

A bit more traipsing around and go up the top of a side path where you'll find the first of eight haystacks, however you can't do anything to it just yet... There's another side path with a second haystack on, so collect the gems and be on your way past. All the way to the edge of the level, then go north up on a

platform of steps. Right at the top is a locked chest for you to get later, now back down and continue the path of mainstream. Just a little down the path is yet another sidepath to another haystack, carry on past (grab the gem there though) glide over to the left and land on a platform with a blue 25 Gem and a life-in-a-bottle, then glide back. Slightly further along down here you should come across a few Rhynocs and surprise surprise;

```
o-----o
| Firefly 007/100 | Parch |
|-----o
| You'll find this little fella. As per usual it's on the loose which |
| requires a freeze and walk. |
|-----o
```

A short way past this firefly Sparx will yatter on about the fairy here and how it'll save your progress within a level. Interesting if you didn't play any of the PlayStation Spyro games, but basic knowledge if you did. And behind that very fairy is the pathway to the key. Grab the key and head back through the level to the point where the locked chest was, you remember it, right?

And back. A teeny bit further along from the path to the key you'll find yourself with the third firefly of the level.

```
o-----o
| Firefly 008/100 | Zap |
|-----o
| And once again it's free and needs to be frozen. |
|-----o
```

Once more, continue along the linear level until you see a short dialogue with Daisy who asks you to take care of the Rhynoc keeping her there against her will. A simple freeze like the rest should do the trick, it's not a special wizard I don't think.

```
o-----o
| Firefly 009/100 | Blush |
|-----o
| Once you kill the Rhynoc, Daisy will let you have a sparkly gem she found. |
|-----o
```

And almost as if there was nothing there, a certain magical rabbit will appear and give you the ability to use your fire breath again. To switch between fire and ice, press Select.

Now that you have your flame breath, you can go back through the level and flame all of the haystacks you couldn't get before. Off you go then.

- # The first one to get is over to the left of the portal back to Sunny Plains.
- # The second is down the slope up to the place where you first saw Daisy.
- # Number three is close to the fairy, over to the right.
- # Back you go to number four which is up a slight slope off the path.
- # Fifth is up the middle platform before the one with the locked chest on.
- # And the sixth is on the platform before that one.

And that's all the backtracking you'll need to do for this level. Go all the way back through to where that portal opened up and go down to the right. At the bottom of the slope is a life-in-a-bottle and the seventh haystack to flame. Along to the right again and you'll reach the final area of this level.

```

o-----o
| Firefly 010/100 | Shock |
|-----o
| Running around like it should do, this firefly is just waiting for a |
| freezing so make sure to switch breaths to capture it. |
o-----o

```

And to the northwest of this area is the eighth and final haystack.

```

o-----o
| Firefly 011/100 | Scald |
|-----o
| As soon as it burns, the firefly will be set free upon the world. |
o-----o

```

Now, you see that blue challenge portal in the middle of this area? Well go into it then.

```

o-----o
| Firefly 012/100 | Crimson |
|-----o
| Your challenge here (talk to Mabel) is to keep her milk cold. To achieve |
| this task you will need to use your ice breath (not flame) and run around |
| freezing the milk as it thaws. Don't let any of the numbers reach zero |
| otherwise you fail. After a short time of freezing the milk you win, not |
| too hard really. Polly will give you a glowing 'seed' she bought at the |
| market. |
o-----o

```

The last of the gems are found in here, so collect them up and head on out with a full 100% completion of this level. All the way out back to Sunny Plains by the way.

```

o-----o /-----\
| [1003] |-----| Sunny Plains |
o-----o \-----/
| 0 Gems - 1 Firefly |
|-----/

```

That one last firefly is all you need in this level, and now you've got the fire breath you can get it.

```

o-----o
| Firefly 013/100 | Tracer |
|-----o
| The eight sundial locations are as follows: |
| |
| 1. Directly above the portal to Shamrock Isle, which is located just after |
| the Dragon Elder. |
| 2. In the northwest corner of the level |
| 3. Slap bang in the middle of the level, near Bianca who is standing next |
| to a portal to the Celestial Plains |
| 4. The other side of Bianca and her portal |
| 5. In the middle, but at the top, below the third jumping platform |
| 6. In the northeast corner of the level, on the ground floor |
| 7. Down by Bianca near the water that can be frozen, up round on the |
| platform on the left of her |
| 8. On the platform at the end of the water you can freeze |
| |
| Once you flame that final sundial the firefly will pop out of it. |

```

o-----o
And that, finally, is the first level fully completed to 100%. Now on to the next one.

```
o-----o          /-----\
| [1004] |-----|          Shamrock Isle          |
o-----o          \-----/
                    | 300 Gems - 7 Fireflies |
                    \-----/
```

Ah, a Irish-themed level. The portal to get into this level is found o'er near the start of the homeworld, just after the Dragon Elder.

Almost right in front of you, is the first of the Leprechauns, Brian. He wants you to try and save their dancing horseshoe. Once you've finished with the chatting, go over to the right and use your ice breath on the fountain there. You guessed it, it's the first of eight. Down and to the left now where an Irish Rhynoc is awaiting you, flame/freeze him and then notice the thing near him.

```
o-----o
| Firefly 014/100 | Scorch |
|-----o
| It's a firefly, all free and happy, freeze it! |
o-----o
```

Follow the main path around now, take out the next Rhynoc and then watch out as the rolling Rhynoc tries to attack. A quick flame should get rid of him. And a freeze to that second fountain eh? Into the next little area where there's yet another Rhynoc and a third fountain to freeze. Around here the game will give you a couple of hints, one telling you that you can't get through some rocks, and the second about a jump. Ignore the first and jump where the games tells you to.

Clear the small island and jump off it to the south-west, watch out for another 8-Ball Rhynoc though as it tends to roll around where you land. Once this islands clear as well, off directly south now.

A helpful hint about looking around will appear, walk over to the fairy to get your progress in the level saved. Clear the island as per usual, then jump to the east where there is another island (the hint when you landed refers to this place). Nothing special on the first island, jump north-east to get to a second one. Here is the fourth fountain to freeze, clear and jump north-east again. Talk to Darby who'll let you know about some magic fire pixies that are burning up a pasture. Quickly clear this island and go into the portal here.

```
o-----o
| Firefly 015/100 | Beam |
|-----o
| As soon as you get in the challenge starts. There are three fire pixies |
| running around, freeze one and wait for the other two to run near you as |
| they try to rescue their friend. If they touch the frozen fire pixie it |
| will escape and you'll need to freeze it again. All three need to be frozen |
| at the same time in order to win. It's generally a good idea to guard the |
| one you freeze first to stop them from getting at it while you're away |
| chasing one of them. Once you've got them, go out through the portal and |
| talk to Darby again. |
o-----o
```


Talk to Darby yet again and he'll inform you that those fire pixies are back, with a friend. Through the portal you go...

```
o-----o
| Firefly 016/100 | Ashley |
|-----o
| Same as last time, just freeze an extra one. Remember that once there's |
| only one left, you can go chase after it. Head out and talk to Darby when |
| you're done. |
o-----o
```

Once that's all done, go to the left-corner of this island and jump down to an island with a single gem on. Then onto the main path. Go all the way back to the fairy and this time jump to the left. Fountain number five is on this little place. Get over to the far left of the island and jump north.

```
o-----o
| Firefly 017/100 | Kelvin |
|-----o
| Almost as soon as you land you should spot this little guy roaming around. |
o-----o
```

And in the corner above Kelvin is the sixth fountain. Sparx will again give you a hint of where to go. Follow that hint. Then go to the left to freeze number seven. Watch out for a couple of 8-Ball Rhynocs to the right now. Grab all the gems you can and keep a watch out for those Rhynocs, they like to squish. Go up to the top of these purple ramps.

```
o-----o
| Firefly 018/100 | Loomy |
|-----o
| This one's once again just roaming. |
o-----o
```

Just a bit further along up here and you should find the last of the fountains.

```
o-----o
| Firefly 019/100 | Simoom |
|-----o
| As soon as you freeze it, the firefly will pop out. |
o-----o
```

Go to the right now and around the top edge, take out the Rhynoc and then walk into the dancing horseshoe that's just wandering around up here. Glide down to the right and go talk to Brian.

```
o-----o
| Firefly 020/100 | Shine |
|-----o
| He'll let you have the firefly. |
o-----o
```

That's all the fireflies in the level, but it's not all the gems. Unfortunately you'll have to come back at a later date in order to gather those last few. Head out the portal here and back to Sunny Plains.

```
o-----o /-----\
| [1005] |-----| Temple of Dune |
o-----o \-----/
```

A quick chat with the nearby mouse will inform you of your overall objective in the level, which is to rid the level of bombs. The first of which is very close by. Smack it into the water via use of your charge skill, there are a total of seven to get rid of in the whole level. Jump up the steps on the left and use your ice breath on the glass, and yes, it's one of eight.

Jump over the gap to the next part of the level where you'll find a second bomb right away. Continue down to the right and then up and to the left. Here you'll find a firefly.

```

o-----o
| Firefly 021/100 | Rocket |
|-----o
| He wanders the middle-top area of the level. |
o-----o

```

You'll also find another bomb to knock into some water, as well as a new enemy who you'll need to freeze and then charge into. In the north-western corner is the level's locked chest which you'll need to come back to once you get the key, and just to the right: the second drink. Time to move on again. Going right you'll find another bomb at the bottom of a slope, another drink to freeze and a firefly.

```

o-----o
| Firefly 022/100 | Dynamo |
|-----o
| Floating around in the top-right corner of the map. |
o-----o

```

And the save fairy is just around the corner ready and waiting to zap ya. Next we're going left first, on the small platform there you'll see the next of the bombs, once that's out of the way freeze the drink and go into the cave a little further left. You'll find a firefly in here as well as a few gems.#

```

o-----o
| Firefly 023/100 | Butane |
|-----o
| Inside a small cave in the centre of the level. |
o-----o

```

Back to the right now. You'll find another glass to freeze and the second to last bomb on a set of stepped platforms. Heading down now, you'll find another set of stepped platforms with the key at the top to the right as well as the next drink to the bottom. Jump over to the island in the middle of the area and destroy the bomb on it to finish them off.

Down to the left now, another drink and a loose firefly.

```

o-----o
| Firefly 024/100 | Blaze |
|-----o
| In the area to the bottom left. |
o-----o

```

Unfortunately you might just notice the large pink rock blocking a cave off, you still don't have the powers to unblock it yet so carry on south where you'll find the final drink.

```
o-----o
| Firefly 025/100 | Matches |
|-----o
| Freeze all eight of the drinks. |
o-----o
```

Go to the top of the platform and jump to the nearby one of the right for a few gems, also a shortcut back to the start of the level. If you haven't yet gone back for the chest then do so now, otherwise go right back to the very start and talk to Christopher again to get your reward.

```
o-----o
| Firefly 026/100 | Hibana |
|-----o
| Destroy the bombs and return to Christopher. |
o-----o
```

All that you can do is done, back out to Sunny Plains.

```
o-----o /-----\
| [1006] |-----| Tiki Tropics |
o-----o \-----/
| 400 Gems - 7 Fireflies |
|-----/
```

Straight away you'll bump into an elephant who goes by the name of Ben. He doesn't say much and nothing of consequence so get moving. Flame the thorns, they're the first 3 of 32 strewn around the level, you'll need to destroy them all to help out here. For the time being you just need to continue down this lone path until you get to a second Rhynoc. Here you should see a lighter blue patch of water to the top of the screen and a tiki statue at the bottom, flame it (one of eight) to get it to light up. If you've played Crash Bandicoot you might just recognise the sound it makes.

Move along again and you'll meet a geeky tiki with a shield, Sparx is on hand to inform you that it's weakness is a charge. Walk along the bottom of the path just to the right here all the way along, smashing vases as you go. At the end of the path is the second statue. Back up and around past where the tiki was standing, flame some more thorns and destroy another Rhynoc. Just past him you'll find a second tiki and a nice glowy thing.

```
o-----o
| Firefly 027/100 | Flicker |
|-----o
| Found roaming around at the end of the first platform. |
o-----o
```

Jump to the top left and onto a second area of the level. Head upwards where you'll find yet another Rhynoc and a nice fairy who'll save your progress through the level. This area is now pretty open and you're free to go wherever, but the next of the statues is up in the top right corner of the level, you'll also find a nice 25 gem nearby too. There's another on the top of the pyramid next to the left as well as a fifth about halfway down it.

If you now head down to the left and back round to the right, you should be in nearly the center of the level about now.

```
o-----o
| Firefly 028/100 | Glitter |
|-----o
```

| You'll see this little fella wandering around near the middle. |
o-----o

Right next to this firefly you will find another elephant, this one going by the name of Tommy. He wants you to help him light a load of green torches, to do so go into the ice powerup behind him and get ready to move. You get 30 seconds of the powerup in which to freeze the light blue patches of water, run over them and light the torch on the island at the other end. The first is right next to you, you'll need to switch to fire breath to light the torches though and you can recharge the powerup as many times as you like.

The second is just below you and the third is up to the left. Near this one you should also find the sixth statue to flame as well as a key. By now the initial powerup will have worn off, go back to Tommy and get another boost. Go to the right and up onto the small platform. Glide to the right again and then up, then to the right. Charge along to both of the patches of light water and flame the two torches to finish up.

o-----o
| Firefly 029/100 | Swelter |
|-----o
| Go back to Tommy to collect your reward for lighting the green torches. |
o-----o

You'll now have to go back around and up to the top left of the map now, go via the small platforms to the right of Tommy. At just about the center of the top of the map, you will find a yellow area with the next statue, a locked chest and a firefly.

o-----o
| Firefly 030/100 | Twinkle |
|-----o
| Free roaming the area in top-center. |
o-----o

In the final area of the level, the top left-hand corner, you'll find the last few thorn bushes to flame. You'll also find the last statue to flame at the bottom of the pyramid as well as another free roamer.

o-----o
| Firefly 031/100 | Scarlet |
|-----o
| Flame all eight statues standing around the level. |
o-----o

o-----o
| Firefly 032/100 | Burner |
|-----o
| Wandering the final area in the top left corner of the level. |
o-----o

One final 25 gem is still to be gathered, climb up to the top of the pyramid here and glide around to the platform right in the top corner. Jump down and talk to the last elephant here to get your reward for destroying the bushes.

o-----o
| Firefly 033/100 | Gleam |
|-----o
| Destroy all 32 bushes and claim your reward from Linus. |
o-----o

With the level completed fully, head through the portal and back to Sunny Plains once again.

```
o-----o          /-----\
| [1007] |-----|          |
o-----o          \-----/
                    | 300 Gems - 1 Firefly |
                    \-----/
```

The first of Agent 9's levels is found in the middle area of Sunny Plains, towards the bottom.

All of Agent 9's levels will follow this basic structure with you controlling Agent 9 going along through the level, usually to the farthest point in the level to collect a firefly there. If you grab all the gems along the way, that's about all there is to it.

Anyway, this level consists of going right, a lot. Jump up to the next level and shoot the Rhynoc as he appears from the doorway, he'll probably duck so you should too, continue shooting whilst ducked to hit him. Three hits and he's dead. As soon as you kill another one, drop down to the level below and kill the Rhynocs down there too. Just a bit further along on this level you'll see a door with a green blob marked above it, you can go into this door to refill your ammo (though since you can always fire regardless of ammo there isn't much point except to have a quicker repeat fire), the same applies to a door with a purple shield which will heal you too, they're both use once. Go along further and make sure to jump down to the next level and refill your shield there. Walk along until you see a small metal square with an arrow pointing upwards, watch out for a large falling gem (don't try to collect it) and as soon as it has gone quickly run past.

Kill the yellow cleaner and continue along to the first of the rocket launcher Rhynocs, five hits required to kill this type, and stay ducked in order to avoid the rockets he will fire overhead. Run along to the far right, go into the door marked with an orange dot to get some extra quick-fire ammo (use L to switch between the two). Jump up to the level above, and wipe the floor of Rhynocs and jump up again. At the left-hand end jump up to the fairy to save your progress through the level. Pass the falling gem again and double jump onto a floating platform, jump again to get to a gem vase with a 25 in, and one more jump to collect a 10 gem floating in the air. Work your way back up to the fairy again and jump to the platform above her, head right.

You'll find another rocket launcher Rhynoc or two as well as a few more sweepers through this tunnel. Jump down at the end and collect the few gems directly along the path to the left before heading back here and jumping down again. Now a slightly more difficult bit. Time jumping past the falling gem, and avoid the Rhynocs as they spawn, jump back to before the gem and wait for the next opening. Go through again and this time shoot and kill the three Rhynocs as they appear, including a new grenade throwing one which will be able to hit you whilst you're crouched.

Simply walk up to the strangely unnamed firefly in the box and it'll smash open. Grab the gem there to complete the level. Head on through the portal back to the Spyro world.

```
o-----o
| Firefly 034/100 |
|-----o
| Get to the end of the Agent 9 level Minty Mines. |
```

```

o-----o
| [1008] |-----| Canyon Hop |
o-----o
| 300 Gems - 1 Firefly |
\-----/

```

The level is found in the middle near the top of the map, Moneybags and Sheila are standing outside it. Pay Moneybags the 500 gems he wants for opening the level, despite the fact that you'll only get 300 gems out of it.

Unlike Agent 9, Sparx actually helps Sheila here. A short conversation between them reveals Sheila's plans to get some plants growing again. The controls in Sheila can be a bit confusing at times as the level is grid based with the direction changing each time you move, but you should eventually get used to it. Go along to the left and up to where Sparx will ask you about jumping which Sheila will answer, at least it's a change from other people telling you basic things that your character would already know.

Make sure to grab the gems up to the left and down to the left before moving on, stomp the flowerpot and jump up again. You'll now meet the first enemy of the level, timing is essential as you need to move onto the same square as the Rhynoc and kill it in the same move. Collect all the gems around and stomp the next flowerpot. Continue along down some steps to another Rhynoc and a third flowerpot. The next Rhynoc is even deadlier, if you get within one square of him and wait too long, he'll hit you with a bomb attack, but he's a simple kick just like the other kind.

A little further on you'll find another couple of bouncing Rhynocs and another couple of flowerpots to stomp. Jump up after the second one and along to another of the flaming Rhynocs, quickly dispatch of him and stop the flowerpot here. Down to the left you'll find a short path with a few gems and a bunny at the end which you can get a health point from. Back along to the flowerpot again and go down to the right. It's another Rhynoc and the eight flowerpot. Watch out for the falling rocks now, you can kick them but it easier just try to avoid, though they do tend to follow your general direction, head up and kick the Rhynoc throwing the rocks in order to be safe. Stomp the last two of the flowerpots to cause a firefly to appear at the exit.

All you need to do now is jump up using the flowers and collect all the remaining gems and the firefly.

```

o-----o
| Firefly 035/100 | Bernie |
|-----o
| Stomp all ten of the flowerpots in the Sheila level Canyon Hop. |
o-----o

```

All done, head through the portal back to Sunny Plains.

```

o-----o
| [1009] |-----| Alpine Adobe |
o-----o
| 300 Gems - 1 Firefly |
\-----/

```

Found in the bottom-right corner of the map, past some water you need to freeze, is Alpine Adobe, the second Agent 9 level of the game.

Head right and shoot the Rhynoc, jump up to collect a few gems and back down to continue on. Very shortly you'll see two doors which will spawn a cleaner and a rocket launched, crouch to take care of these easily and just past a pile of washing is a grenadier. Jump onto the purple platform and then double jump further right. Another cleaner and ammo refuel. Head upwards now, shoot the rocket launcher and then head left. Jump up onto the purple platforms here making your way up to the left, grab the gems there and head back along, going up to the right now. Another few purple platforms to go and then jump down following a line of gems.

Go left and kill a rocket launcher and a cleaner as he spawns right after, then up to collect some more gems and a shield heal if you need it. Down and over to the right to kill another couple and then up again. Up to the right again and kill the Rhynoc there, double jump to the left to grab a gem and then go back again.

Jump onto the cracked purple platform to the right and then quickly over to the fairy. Watch out now, there's a grenadier above who can throw down at you, jump up and shoot him quickly. Jump all the way down to the right and shoot the rocket launcher straight away. Continue on right and jump over the gap using a purple platform, kill. Rhynoc. grab. gem. Now back again and work your way back up. At the highest point jump to the right and continue on further. After a couple of refuel points, drop down and kill a rocket launcher or two.

Jump up and up again, kill the Rhynoc and jump up again. Another Rhynoc and another jump up, kill the grenadier and jump up again, shoot another grenadier and, what do you know, up again. Shoot the two Rhynocs up here. Jump down and go to the left, jump off to the left grabbing a 25 gem as you go, now work your way all the way back to where you just jumped from.

Jump up again to the fairy. Jump along the series of purple platforms making sure not to stay on them for long as some of them are cracked and will send you very far downwards. Once you reach the end, shoot the grenadier and the ones above him. Continue as far up as you can and jump along a short series of purple platforms. Walk along the path a little further then turn around and shoot the flying Rhynoc as it swoops in. Now jump down and clear the doors to the left of Rhynocs, the last gem should be along the path here, go to the right and free the firefly, finishing off the level.

```
o-----o
| Firefly 036/100 |
|-----o
| Get to the end of the Agent 9 level Alpine Adobe. |
|-----o
```

```
o-----o          /-----\
| [1010] |-----|          Boss: Crush          |
o-----o          \-----/
```

Head to the portal to Celestial Plains and talk to Bianca. Walk through.

After the usual loading screen, Crush will appear and start off a boss fight with him. In order to hit him, avoid the ice particles as they head towards you and then walk over them as they land. Flame it back at him and then charge into him. Do this three times to win.

Cleo (a fairy) will then give you a spell which will make your charge attack stronger, you can now smash those purple rocks that have been plaguing you. Go through the portal to Celestial Plains.


```

o-----o
| Firefly 040/100 | Toasty |
|-----o
| Free roaming the north-east of the map. |
o-----o

```

It's no sheep that's for sure. However, once you've grabbed those gems, go down off south to a place where there is a patch of freezable water, a firefly and an ice breath powerup.

```

o-----o
| Firefly 041/100 | Phospho |
|-----o
| Free roaming the centre of the map. |
o-----o

```

Freeze the water and run across to the other side. Here you'll find a couple of portals, one to Sunny Plains, the other to Starry Plains, you'll need 50 fireflies to use that one, the last of the gems and the last of the pedestals.

```

o-----o
| Firefly 042/100 | Pepper |
|-----o
| Freeze all eight pedestals to free this firefly. |
o-----o

```

With all six fireflies captured and 300 gems collected, you might want to go finish off the levels that weren't quite done in the previous world: Shamrock Isle and Temple of Dune.

```

o-----o /-----\
| [1102] |-----| Shamrock Isle - Part 2 |
o-----o \-----/
| 20 Gems |
\-----/

```

You should just be needing some gems in this level, the chest and key are probably the main cause of this as they are both inside caves blocked by purple rocks. The key is in a cave in the top-left corner of the map whilst the chest is in a cave in the middle, reasonably close to where you enter the level. Once you've collected those last few gems head on over to Temple of Dune.

```

o-----o /-----\
| [1103] |-----| Temple of Dune - Part 2 |
o-----o \-----/
| 18 Gems - 1 Firefly |
\-----/

```

Here you'll be needing a firefly and some gems. The cave you will need to go in is marked on the in-game map in the final area of the level, quite far along from where you enter the level. Inside the cave is a Rhynoc mummy and the last of the gems. Oh yeah, and a big portal thing. Talk to Nigel and he'll ask you to lend him a hand in capturing a thief.

Go into the portal and start charging around the area after the thief, it may take a while to hit him, but he'll eventually make a mistake enabling you to smash into him for the capture. Head back out to Nigel again.

```

o-----o

```

```
| Firefly 043/100 | Fuse |
|-----o
| Capture the thief for Nigel in his cave. |
o-----o
```

That's Sunny Plains fully completed. Go back through the portal to Celestial Plains and get playing that world for reals.

```
o-----o /-----\
| [1104] |-----| Candy Lane |
o-----o \-----/
| 300 Gems - 6 Fireflies |
\-----/
```

In the magical world of sweets... talk to Bert, he'll explain what the overall mission of the level is, to free all his friends. The first of the six is just to the left of here and at the bottom left of the small island is the first of eight birthday cakes that you need to put out with ice breath. Jump onto a small square to the left and again to a second large island. Not much on here just a few gems and a couple of Rhynocs so continue on jumping over water to the left.

Another Rhynoc and the second of the trapped elf chefs. Jump up north again and flame the Rhynoc scientist before grabbing the firefly that's flying around.

```
o-----o
| Firefly 044/100 | Twilight |
|-----o
| Flying about in the eastern section. |
o-----o
```

The second of the cakes is just to the left as well, carry on northwards, going left up a purple slope filled with Rhynocs, at the top is the third trapped elf. Jump down to the right and put out the cake, kill the Rhynoc and freeze the firefly.

```
o-----o
| Firefly 045/100 | Star |
|-----o
| Wandering around the top-left corner. |
o-----o
```

And continue on right, past a couple more Rhynocs is the fourth cake and the level's fairy. Glide down to the right, free the fourth elf and kill the two Rhynocs around here.

```
o-----o
| Firefly 046/100 | Cal |
|-----o
| Flying around the top-right corner of the map. |
o-----o
```

Also put out that cake, walk up the purple steps here to a portal which you should go through. Go talk to Robby in the centre of this area to start the challenge.

As Robby starts making a cake, you have to defend it from the invading Rhynocs, flame them as they approach and keep an eye out. You can flame through the cake so don't worry about circling it too much, just avoid being pushed by Robby and you should be okay. He'll put six layers on with icing, red decorations and a

candle before he finishes.

```
o-----o
| Firefly 047/100 | Glisten |
|-----o
| Help Robby to make a cake for Bert. |
o-----o
```

Head back out the portal again and go to the south end of the platform. Jump to the one south of you, kill the three Rhynocs on here and free the second-to-last elf. Go up the purple steps at the far end, grab the key and put out the cake and kill another Rhynoc. And from the most left part of this platform, glide to a platform on the left. The centre of the level.

```
o-----o
| Firefly 048/100 | Shimmer |
|-----o
| Wandering around the centre of the level. |
o-----o
```

You'll find both a cake and the above firefly here before moving further north. Flame a load of Rhynocs on the purple area and free the final elf as well as putting out the final cake.

```
o-----o
| Firefly 049/100 | Aurora |
|-----o
| Put out the eight cakes of the level. |
o-----o
```

Now head back to Bert and get the reward for freeing the elves.

```
o-----o
| Firefly 050/100 | Flash |
|-----o
| Reward from Bert for freeing his elf friends. |
o-----o
```

Just a few gems left to get now, in the south-east corner of the area is a small island which holds the locked chest with those gems inside. Once you've gotten it get out.

```
o-----o /-----\
| [1105] |-----| Haunted Hills |
o-----o \-----/
| 400 Gems - 7 Fireflies |
\-----/
```

Speak with Chatter, the ghost, and he'll ask you to find his buddy Yoric for him, that's the overall objective. You'll see one of the types of Rhynoc in the level just now, they pop out of the ground from a sewer type covering and you can only hit them whilst they're up. The locked chest is also here.

Go down the path killing the Rhynocs as they appear, near a coffin you'll see a couple of pumpkins just waiting to be torched, yep there are seven more to get in the level. Carry on going right, go up around to the top corner to get some gems and then down the large slope to your left here. Run along following the path going left beneath the first path you went along. Along here are plenty of gems, Rhynocs and the second pumpkin. Also at the far end is a purple rock to break, go inside the cave there. You'll find a mummy and the key of the level

so exit once it's clear and run along back to the large slope in the east of the level.

Flame the pumpkins to the far right of the level right near the fairy. Go down to the right, kill the Rhynoc and flame the fourth pumpkin. Back to the fairy and go left instead. Another rock blocking a cave, go inside to grab a firefly.

```
o-----o
| Firefly 051/100 | Charcoal |
|-----o
| Inside a blocked cave just after the fairy. |
o-----o
```

Up on top of the cave is another firefly.

```
o-----o
| Firefly 052/100 | Fizzle |
|-----o
| Roaming around above a cave just after the fairy. |
o-----o
```

Now, head down to the left again and around. The next of the pumpkins is here, as well as a load of gems and Rhynocs. Head further left to where there's a third cave blocked by a rock. Just outside is the sixth pumpkin.

```
o-----o
| Firefly 053/100 | Crispy |
|-----o
| Roaming around inside a cave in the bottom left hand corner of the map. |
o-----o
```

And on top of the cave you'll find a challenge portal to go through. Chills wants you to run his obstacle course in under a minute. It's not that much of a rush, just use flame breath to take out any of the witches on the platforms and look before you leap if you don't know where the next platform is. Once you reach the final large platform go to the far end and Chills will release the firefly, go back along the course to get it and to get out.

```
o-----o
| Firefly 054/100 | Candle |
|-----o
| Defeat Chills' obstacle course. |
o-----o
```

Once you get out, go right and up where you should see yet another firefly.

```
o-----o
| Firefly 055/100 | Red |
|-----o
| Flying about near the challenge portal. |
o-----o
```

Up to the right are some gems, then carry on along to the seventh set of pumpkins. Smash the purple rock and go through the entrance. At the end of the short room is a skull on the floor, walk over it and talk to Yoric. Head back out and go up to the challenge portal again, glide to the platform north of you. Here you'll find the last of the pumpkins.

```
o-----o
| Firefly 056/100 | Ember |
```

```
|-----o
| Flame the eight pumpkins. |
o-----o
```

Now glide over to the right to land on a high platform with a couple of life butterflies on and a 25 gem. With that done, go around back to the very start of the level, grab the gems from the chest and talk to Chatter to get your reward.

```
o-----o
| Firefly 057/100 | Cauldron |
|-----o
| Locate and return Yorik to Chatter. |
o-----o
```

All done? Head out to Celestial Plains again.

```
o-----o /-----\
| [1106] |-----| Winter Mesa |
o-----o \-----/
| 400 Gems - 7 Fireflies |
\-----/
```

Glide to the next platform, then the next and again past the locked chest. Talk to Andy here and start to escort Andy home. Keep close to him and flame all the snowmen and Rhynocs you come across. It's a nice long path winding through the level almost the entire way.

```
o-----o
| Firefly 058/100 | Glint |
|-----o
| Escort Andy through the level and get the reward off Luc. |
o-----o
```

From where you end up, go left and down to a fire powerup. Talk to the llama Pierre next to it to find out what you're supposed to do with the powerup, light some torches. There's no time limit for doing so, you just need to be able to get to each candle within the 30 secs of powerup. The first candle to light is just to the left floating out a short way. Head up the top of the slope to your right and flame the first of eight Christmas Trees to the right end.

Jump down and go around above the portal back to Celestial Plains, just around the corner is the second of the five candles.

```
o-----o
| Firefly 059/100 | Soot |
|-----o
| Flittering around near the portal to Celestial Plains. |
o-----o
```

Go to the left now and up around to a second Christmas Tree. Now up the slope to your right to a fairy. Continue on up some stairs to the right. At the top, head right, flame the tree, down the slope, jump to the right, flame another tree and kill another Rhynoc. Circle back up and head left at the top of the steps.

Carry on around, flame the Christmas Tree on the way and into the cave blocked by a purple rock. Just a few gems in here so head back out again. Go down the slope to the left and grab the key, flame the third candle to the right too, a

shorter way there would be to jump from where the second Christmas Tree was. Back up the slope and go to the fifth tree and glide down to the left onto the slightly too high platform blocking your way through the level.

Smash the purple rock blocking a cave and go in. Darren will ask you to play ice hockey and defeat a Rhynoc by scoring five goals in a minute. The best way is to slide in from one of the sides and shoot as you get close to the Rhynoc, it usually goes in this way.

```
o-----o
| Firefly 060/100 | Comet |
|-----o
| Defeat the Rhynoc playing Ice Hockey on Easy. |
o-----o
```

Talk to Darren again and he'll ask you to score eight in 60 seconds this time, same method as before applies.

```
o-----o
| Firefly 061/100 | Stella |
|-----o
| Defeat the Rhynoc playing Ice Hockey on Hard. |
o-----o
```

Up top of the cave is the sixth tree, to the far left of this place is the fourth candle, use the nearby powerup to flame it. Go down now to the slope of steps. Just to the right before them, however, is a firefly.

```
o-----o
| Firefly 062/100 | Dawn |
|-----o
| Flying around near the first fire powerup. |
o-----o
```

Drop down to the left where the seventh Christmas Tree is and the final candle to flame. Now head right and at the end is the last Christmas Tree.

```
o-----o
| Firefly 063/100 | Gloaming |
|-----o
| Flame all eight Christmas Trees. |
o-----o
```

The locked chest is just to the left now, grab those last gems then head all the way back through the level to Pierre to collect your reward.

```
o-----o
| Firefly 064/100 | Sunny |
|-----o
| Fire up all five candles and get the reward from Pierre. |
o-----o
```

Head on back through the portal with the level completed. Next up, Watertopia.

```
o-----o /-----\
| [1107] |-----| Watertopia |
o-----o \-----/
| 400 Gems - 6 Fireflies |
\-----/
```

Talk to Steffi next to you, she just wants you to rid the place of Rhynocs, there are a total of 15 of the ones that will count towards this goal, they kinda look more like a hippo then other Rhynocs. A couple of the target ones are on this small island, as well as the first fountain which you should freeze. By that fountain, jump off to the right and down to land on a second island.

o-----o
| Firefly 065/100 | Hydra |
|-----o
| Scuttling around on the bottom island. |
o-----o

Freeze the fountain just below Hydra and go off in the right direction. Up here are a couple of those Rhynocs as well as the third fountain. Back along to the left and jump to the island on the far left of the map.

o-----o
| Firefly 066/100 | Ishtar |
|-----o
| Scuttling around on the bottom island. |
o-----o

One of the worst movies ever made, apparently. Continue on left making your way past the fairy and up to a fourth fountain near the top. Smash the boulder nearby and enter the cave.

o-----o
| Firefly 067/100 | Agni |
|-----o
| Inside a cave on the western island. |
o-----o

The Hindu god of fire in firefly form. Back out and up top, to the right you should glide over to a lone platform with a Rhynoc and 25 gem on. Now glide down to the left and land near a challenge portal. Talk to Stacey, the Queen of Watertopia. She wants you to catch a thief who's stolen her crown. Enter the portal to do so. He's just to the right as you get in so get charging quickly. Just keep following him charging the whole time, you'll eventually get him as long as you cut the corners a little more then he does. Exit and talk to Stacey again.

o-----o
| Firefly 068/100 | Chili |
|-----o
| Get Queen Stacey's crown back from a thief. |
o-----o

Just above the portal is the fifth fountain and above that, the sixth. Kill the Rhynocs on the isle then jump the small gap to a teeny platform before going to the last big one in the top right sector of the map. Straight away you'll reach the seventh fountain, after that just wind your way up the island, stopping to go into another blocked off cave along the way. Nothing but gems inside however, continue on along, round and up until you kill the final Rhynoc, grab the last gem and freeze the last fountain. Incidentally there's no chest in this level.

o-----o
| Firefly 069/100 | Phoenix |
|-----o

```
| Freeze the eight fountains around the level. |
o-----o
```

Head back to the start by using a moving platform in the bottom right corner of this island, it'll take you straight back to the starting island. Talk to Steffi to get the firefly.

```
o-----o
| Firefly 070/100 | Smoulder |
|-----o
| Kill all 15 of the charging Rhynocs around the level and talk to Steffi. |
o-----o
```

Another level completed, that's all of the Spyro levels for Celestial Plains, next up Rumble Jungle.

```
o-----o /-----\
| [1108] |-----| Rumble Jungle |
o-----o \-----/
| 400 Gems - 1 Firefly |
\-----/
```

As the name of the level might have led you to believe, Rumble Jungle is indeed a level with a theme of the jungle. Walk a little way to the right before jumping up to a platform above, avoiding the Rhynoc that appears, shoot that Rhynoc through the heart with your poisoned green blob ammo stuff. As you pass the fence, drop down and quickly shoot the grenadier before he has a chance to react. Jump up and across and shoot another grenadier over some flowers, then jump down and kill the rocket launcher below.

Jump up and up again, then up onto a purple floating platform to the right and then left up to the very top to grab a few gems. Jump over the purple platforms again to an ammo refiller, drop down and shoot a grenadier and down again to take care of a rocket launcher. Jump back up and jump over another two purple cracked platforms to get some gems before dropping down to a platform below with a grenadier and a green goo refill.

Jump left and across then down and back to the right, healing your shield if necessary. A bit further right and then jump up to where a grenade Rhynoc and a fairy are, kill him and go near her. Jump down a little to a small platform, walk a little to the right to entice a Rhynoc out of his door, then jump and shoot at him as he throws his grenades over your head. Down a little further to kill another Rhynoc and then refill your green goo. Use the cracked purple platform to get over the gap.

As you approach the flowers a new kind of Rhynoc will emerge from the red ammo door, a riot officer, shoot him when his shield is facing away from you, and jump out of the way if you see him charging at you, then get behind him and shoot. Jump down to the level below to grab a few gems go along to the right and use the platforms there to jump over to a few gems before jumping back and back up again. Jump up once again and shoot the riot Rhynoc from afar, then do the same with a grenadier just past him.

Jump up again and kill the riot Rhynoc up there, refill the goo and then jump off to the left onto a purple platform then again to the left. Shoot the Rhynoc as it emerges then shoot the riot Rhynoc in the third door before turning back and shooting a rocket launcher from the second door. Jump over a few more purple platforms to get to a vase with a 25 gem inside. Back you go.

Drop down and shoot a riot Rhynoc standing outside a shield refill. Jump up

onto the platform to the right and shoot the riot guy before jumping down twice to get a red refill then back up again to continue on. Jump past the falling rock, shoot the rocket Rhynoc and get to the fairy refilling your goo on the way. Jump over the gap and kill the Rhynoc as it comes out of the shield door. Jump down off here and kill a grenadier. Jump down from here and immediately shoot at the riot Rhynoc before going left. Jump up and kill the Rhynoc and grab any gems around here before going back to the right again.

Jump up above the rocket Rhynoc and over the gap to the right. Down just before the rock and shoot a grenadier, turn left and shoot the rocket launcher before dropping down again to shoot another. Grab the gems down here then jump up and up again, then go right. Just before grabbing the firefly, jump up onto a purple platform to get a nice 25 gem, but watch out for that rock as it will hit that platform. With all the gems collected, grab the firefly and exit the level.

```

o-----o
| Firefly 071/100 |
|-----o
| Get to the end of the Agent 9 level Rumble Jungle. |
|-----o

o-----o          /-----\
| [1108] |-----|          Lunar Ledges          |
o-----o          \-----/
                    | 400 Gems - 1 Firefly |
                    \-----/

```

If you haven't paid Moneybags his 1000 gems to open the level, you're going to have to now. Sheila will give the objective of the level, to clear some landing pads, ten in total. Go to the right side first, kick the Rhynoc throwing fire and smash the boulder on the first landing pad. Collect the gems off to the right, then go back past the start to get the second pad clear of rubble. Continue on left past a bouncing Rhynoc to a path split, down goes to the third pad, then go up and follow it along around to the right. As you get to the fourth pad, jump up onto the raised platform on the left and kick those two Rhynocs who were throwing stuff at you as you passed below.

Smash the fifth and return to the fourth, jump up to the section afterwards. A couple more Rhynocs to kill before the sixth pad. Use it to jump up to another couple, this time working together to annoy you, just time the jump up there so you aren't hit by the flame thrower, the seventh pad is in the corner too. Drop down to the eighth, and continue along to a set of three Rhynocs to get past, more timing required. You'll reach number nine before Sparx mentions a really rough Rhynoc.

All you need to do is be right next to him when he throws a grenade, but jump out of the way of it. Quickly go back to him and kick him whilst his helmet is off. The final pad is right after him, freeing the firefly by the portal just ahead. Jump up there and go off to the right. You'll meet another of the tougher Rhynocs to kill, then head up to fight another before reaching the top of the level, home to a 25 gem. Back down to the portal and head off left. There are two of the Rhynocs here at the same time. Do one at a time then kill the bouncing one too, grab the last few gems here then head on back to Celestial Plains.

```

o-----o
| Firefly 072/100 |  Kindle  |
|-----o
| Clear all ten of the landing pads in Lunar Ledges. |
|-----o

```

```

o-----o
| [1109] |-----| Arctic Outback |
o-----o
| 400 Gems - 1 Firefly |
\-----/

```

Another 700 gems go to old Moneybags again, he seems to like blocking off Sheila's levels. Time to turn on some space heaters, stomping them for sure. The first is dead ahead, kill the Rhynoc then stomp onto it, it'll melt some icicles allowing you to go on. Grab the gems to the right then move along to the left, watch out for boulders though as they will try and hit you. Get up to the Rhynoc throwing them, kill him and then stomp on the heater.

Kill the one further up then go down to the left along past some more icicles. Grab the gems, kill the Rhynocs and stomp this third heater. Another jumper and a fourth heater, then a fifth. Grab the gems on the right then follow the left path, avoid the rocks and stomp the sixth heater. Follow the new path along past a trio of bouncing Rhynocs to the seventh heater, smush it. Head north-east, avoid the rocks and kick the thrower, go to the left and jump down onto an eighth heater. Grab those gems then head south-west of the previous heater. Heater number nine needs a stomping.

Now head up north-west of that heater up the steep steps, kick the rabbit pogo stick bouncing Rhynoc thing and another, then the final heater to switch back on. Head back through the level to the rock thrower you couldn't get, attack from above now, and grab the gems above him too. Back here again and collect the gems off the end nearest the heater then go to the portal at the other end. You should have all of the gems by the time you get the firefly.

```

o-----o
| Firefly 073/100 | Cole |
|-----o
| Turn back on all of the space heaters in Arctic Outback. |
o-----o

```

That's all for the Celestial Plains, go through the portal to Starry Plains and get ready for a fight with Gulp.

```

o-----o
| [1110] |-----| Boss: Gulp |
o-----o
\-----/

```

Basically here all you need to do is get Gulp to fire at you, then charge away to the far right and avoid it until it drops down, pick it up, walk back to Gulp and fire it at him. Repeat until you've hit him three times.

Once Gulp is defeated, a fairy called Calliope appears by a portal to Starry Plains and gives you an extra hit, Sparx will now go from Yellow to Blue to Green to Red to nothing. Head through the portal to the final world.

```

o-----o
| [1201] |-----| Starry Plains |
o-----o
| 300 Gems - 6 Fireflies |
\-----/

```

Collect the gems around and talk to Bianca who is standing a short way to the north-east. The power gate she's standing next to will give you Lightning

Breath, useful for this level as you need it to switch on the eight pedestals dotted around.

```
o-----o
| Firefly 074/100 | Sear |
|-----o
| Talk to Bianca next to the first Lightning Breath powerup. |
o-----o
```

Just a ickle bit further to the right is another firefly.

```
o-----o
| Firefly 075/100 | Braise |
|-----o
| Wandering around near the first Lightning Breath powerup. |
o-----o
```

Left from it and to the first of the pedestals to use the lightning breath on, there's a powerup right next to it as well. Go left again and up onto a platform with the second pedestal and Hunter on. Talk to Hunter and he'll tell you all about moving platforms. And give you a firefly too, of course.

```
o-----o
| Firefly 076/100 | Roasty |
|-----o
| Talk to Hunter by the moving platforms. |
o-----o
```

Wait for the platform mentioned to arrive then jump onto it and run along the next platform to the far end. Take the moving platform on the left first. The third of the pedestals is on here, you'll have to have run here with the powerup still active to get it though, as well as the entrance to the Agent 9 level Volcano Vaults. Go back on the platform and to the right this time, the fourth pedestal is here and the entrance to Sheila's level Ripto's Mondo Volcano, not the boss level of quite a similar name I'm afraid. 1000 Gems for the bear to get in, but not right now.

Glide back to the mainland and go left, just a little way along is the fifth pedestal and down to the right of it is another firefly...

```
o-----o
| Firefly 077/100 | Griller |
|-----o
| Wandering the northern section of the mainland. |
o-----o
```

And if you go further right...

```
o-----o
| Firefly 078/100 | Sizzle |
|-----o
| Wandering the north-east section of the mainland. |
o-----o
```

There's a sixth pedestal in the corner to your right again, now head north up to the entrance to Ripto's Volcano and the portal back to Celestial Plains. Pedestal number seven's up there. The last one is down in the bottom right corner of the map. You'll need to glide over the water rather than freeze it in order to keep the Lightning Breath to activate the final pedestal.

```

o-----o
| Firefly 079/100 | Broil |
|-----o
| Activate all eight Lightning Breath pedestals. |
o-----o

```

Use the ice powerup to get back, then it's off to Moon Fondue, the portal's in the lower west section.

```

o-----o /-----\
| [1202] |-----| Moon Fondue |
o-----o \-----/
| 400 Gems - 6 Fireflies |
\-----/

```

It seems Captain Whiskers wants to talk, I'd do what he says if I were you. There are eight of the systems he wants back online, they need a good lightning breath attack to get them going, the first is just north of him, and the powerup to the left. Once you've done that, carry on past the powerup along to another one. Sparx will drop some hints as to how to kill the metal Rhynocs around here, Lightning Breath of course. Either that or charging into them or like whatever.

Anyway, go down to the bottom corner of the island and wait for a platform on the left to arrive, ignore the one of the right. This'll take you to the bottom left-hand corner of the map. Make sure to have brought plenty of Lightning Breath as you'll need it for the second of the systems and the first of the pylons which will also need you to use Lightning Breath on, and yes, it's the first of eight, also grab the key whilst you're here. Then head back and go along to the left, jump over the small patch of water.

Kill the Rhynocs here and jump and electrocute the third system on the yellow platform on the left.

```

o-----o
| Firefly 080/100 | Ray |
|-----o
| Meandering about near the Rocket Portal. |
o-----o

```

Don't bother going into the portal here, it'll just take you to the rocket that you're trying to help get off the ground, nothing else at the moment. Jump over the water behind the portal and go up to the second pylon to electricute. With that done, back to the first island and take the right moving platform. Head northwards taking out Rhynocs with your charge/electric breath and get up onto the yellow raised platforms right near you, electrocute the system. Wait for a moving platform to arrive and hitch a ride to another system off to the right. Next continue on around the area heading in a northerly direction, electrifying the third pylon along the way.

Just past another powerup is the locked chest of the level, with the key from earlier it should open right up. And continue along the general path again. Go past a gap in the purple fence (not marked on the map as a gap) and fry the fourth pylon. Go through said gap and down to the right.

```

o-----o
| Firefly 081/100 | Steamy |
|-----o
| Behind a purple fence to the east of the level. |
o-----o

```

Turn around and go up the slopes to a fifth pylon. Up to the left is a powerup if you need it, and right next to that is the next system to bring back online. Two to go. Smash through into a cave over on the right, in there you'll find a small horde of treasure. Back out and go up and to the right, following the path all the way down the right side of the map, about halfway down is the sixth pylon. Get down to the very bottom and jump back to earlier in the level to make your way all the way back up to that cave again. And instead go left.

Up on the yellow section to the left you'll find another lightning breath powerup, a rock blocking another cave and a firefly.

```
o-----o
| Firefly 082/100 | Wick |
|-----o
| Flying around the middle of the top of the level. |
|-----o
```

Inside the cave is nothing but a few gems, move on left afterwards. Just down a small set of descending green steps is the seventh pylon, then head along further left and use a small moving platform just up from a lightning breath powerup to get up to a point where you can ride another to the left, then another further left to get to the seventh system. Drop down and fry the final pylon.

```
o-----o
| Firefly 083/100 | Shiny |
|-----o
| Activate all eight of the crescent pylons around the level. |
|-----o
```

Into the cave for 30 gems then back on out and use that platform above the lightning breath powerup again and this time go right and right again. Bring that final system back online. Head back to the start of the level and Captain Whiskers.

```
o-----o
| Firefly 084/100 | Bubble |
|-----o
| Reward for bringing all the systems back online. |
|-----o
```

Head to the portal in the left-hand area of the map with the rocket inside, and talk to Mousor. Time to protect the ship. Use lightning breath by the way, and as with the cake challenge you can use it through the rocket but this time I would recommend going out to those that come in pairs in order to get them before they overwhelm you. Eventually Mousor has everything on board and the challenge is complete.

```
o-----o
| Firefly 085/100 | Kazan |
|-----o
| Protect the rocket from Rhynocs. |
|-----o
```

With the level now finished, head on home. With only fifteen fireflies left to collect, the game is starting to draw to a close. On to Gypsy Road!

```
o-----o /-----\
| [1203] |-----| Gypsy Road |
```

o-----o \-----/
| 400 Gems - 6 Fireflies |
\-----/

Talk with Laura, who appears to be some sort of mystic cat, and she'll ask you indirectly to save her mentor Madame Meow from the Rhynocs. Also right next to where you started is a skull with a candle, flame it up. Seven of those to go, don'tcha know. This level has some of those annoying 8-Ball Rhynocs, you'll meet the first just up ahead as well as the second skull candle. Glide over the water next to Laura and take care of the Rhynoc wizard.

Up past him and a few more Rhynocs to the third candle, then jump over the water on the left to another island. Work your way up the slope to the top where there's a fourth candle and the locked chest, no key yet though. Carry on left again, you'll find a fifth candle too.

o-----o
| Firefly 086/100 | Flame |
|-----o
| Wandering around in the top left corner. |
o-----o

Go down the left side of the island to the fairy, just next to her is the sixth candle and above; a set of three boulders blocking yet more caves. In the first are gems, the second, however, houses a cat called Siam. She wants you to calm some fire pixies down for her. There are four to freeze, and as long as they don't get stuck in the scenery you should be able to win quite easily. Just track one down then guard it as the others try to free it. Once it's just one on one go looing for it but make sure to not let it free the other three.

Talk to Siam again to get the firefly.

o-----o
| Firefly 087/100 | Jewel |
|-----o
| Play Freeze Tag with the fire pixies for Siam. |
o-----o

Time to play it again, with five this time. Same kinda thing, freeze and guard. Talk to Siam again.

o-----o
| Firefly 088/100 | Singe |
|-----o
| Play Freeze Tag with the fire pixies on hard setting. |
o-----o

And in the third cave some gems and the level's key. Go back to the chest above to get the gems from inside it, then back to the fairy again. Go down to the right now and jump over the water to a small platform with the seventh candle residing. Jump again.

o-----o
| Firefly 089/100 | Blister |
|-----o
| Wandering the north-east end of the west island. |
o-----o

Down to the left go inside the cave, it's blocked you know. In here you'll find Madame Meow, guarded by four of those wizards. Just kill them then talk to her.

```
o-----o
| Firefly 090/100 | Torch |
|-----o
| Save Madame Meow from the Rhynocs. |
|-----o
```

Back out and go up top of the cave, grab the last of the gems and flame the last of the candles.

```
o-----o
| Firefly 091/100 | Lava |
|-----o
| Light all eight skull candle around the level. |
|-----o
```

Another level complete. Head through the portal here and off to Dreamy Castle with ya.

```
o-----o /-----\
| [1204] |-----| Dreamy Castle |
o-----o \-----/
| 500 Gems - 7 Fireflies |
|-----/
```

Talk to Minda and she'll ask you to help save this level's leader Mayor Mooney from a hot air balloon. Just to the right of her is the first of the eight cuckoo clocks of the level. Up the ramp to the right to a second and a moving platform up to a higher level. Flame the balloon to set the Mayor on his journey. Jump back down and go along to the left, following the level around until you get to the locked chest.

```
o-----o
| Firefly 092/100 | Solar |
|-----o
| Next to the locked chest. |
|-----o
```

Go down to the left again and round past a few charging Rhynocs to a larger open area.

```
o-----o
| Firefly 093/100 | Coalman |
|-----o
| Flying around in the lower middle area. |
|-----o
```

Go into the cave to the north of this area, three Rhynocs and a bunch of gems then go out and jump up onto the moving platforms, then up again to flame the Mayor a second time. Jump down a level and climb aboard a moving platform going down and right. Just some gems here, wait for a platform going further right with another gem on, then wait for another platform going up to the left, it'll take you to a third cuckoo clock and some gems.

Go back and use the left one now, more gems and another platform to the left with the fourth cuckoo clock. Jump onto yet another platform going up and right to an area with the key and some more gems. And yet another moving platform going right to a fifth cuckoo clock. Glide down to the right, open the locked chest and continue on with the level past the cave to a fairy.

In the left part of this section is a moving platform going up to where the Mayor is waiting, flame the balloon again and get moving along up and right. Just up the slope is the sixth cuckoo clock, and up another slope a challenge portal with the seventh clock right next to it. Go through that challenge portal.

It's another testing course, talk to Shirley to get started. Notice the (Easy) mark, you'll be doing it again. You've got 90 seconds to complete it. The wizard's freezing spell may put you out for a few seconds, but there's plenty of time for the course, just look where it is that you're going and don't go around in circles.

```
o-----o
| Firefly 094/100 | Thermo |
|-----o
| Beat the Dream Knight challenge on Easy. |
o-----o
```

Do it all over again in eighty seconds this time.

```
o-----o
| Firefly 095/100 | Smelter |
|-----o
| Beat the Dream Knight challenge on Hard. |
o-----o
```

Now an Elite Knight, Sir Spyro should exit through the challenge portal back to the main level. Just along to the right is the Mayor again, flame him and wait for him to sail off before going into the cave here. Nothing but gems inside, back out and along to the right. At the far right you'll find the final cuckoo clock.

```
o-----o
| Firefly 096/100 | Brandy |
|-----o
| Destroy all the cuckoo clocks in the level. |
o-----o
```

Go into the cave next.

```
o-----o
| Firefly 097/100 | Haze |
|-----o
| Inside a cave in the middle of the top of the level. |
o-----o
```

Now up onto the darker part of the platform and to the Mayor in the corner. The owl will thank you and give you the firefly.

```
o-----o
| Firefly 098/100 | Mirage |
|-----o
| Save Mayor Mooney from the hot air balloon. |
o-----o
```

With that all done, it's back to Starry Plains and onto the final two levels. First up; Volcano Vaults.

```
o-----o /-----\
| [1205] |-----| Volcano Vaults |
```


o-----o \-----/
| 500 Gems - 1 Firefly |
\-----/

Move a little to the right and a grenadier will spawn above you, jump up to the level above and shoot him before dropping down and going right. As you spot one of the flying Rhynocs start going back left again and duck until he flies over you, shoot him as soon as he's passed. At the end of the current platform is another Rhynoc who will come out of a door. Double jump over the spiky gap, duck as another Rhynoc flies at you.

Move right, shoot the Rhynoc as it comes out of the first door and jump up two levels to spawn a grenadier. A little to the right a cleaner will spawn for you to kill and as you go even further right a riot officer will spawn on the level below, drop down to shoot him. Continue going right, shoot the rocket launcher as he spawns as well as the cleaner on the level below before jumping back up. Move on right killing Rhynocs all the way. This level is quite populated with those flying Rhynocs so be on the lookout for them at all times. You should soon get to a fairy. There's a mine just next to her, so grab the gem but be careful not to jump on or too close to the flashing mine.

Jump up to the left now, up again and up again inbetween a couple of grenadiers shooting them both as they aimlessly thrown over you if you're crouched. Up again to the right is a green goo powerup, but head to the left now. Jump over the mine on the lower level and continue going left until you reach another Rhynoc of the flying variety. Jump up again here and head right, and up. The shield door here will spawn a riot officer so watch out for that as you refill your shield. Carry on right a bit further jumping over a purple platform to a red ammo refill, then go back to the left and continue on past where you turned right, just about exactly where there's a fairy.

Jump over the mine and the cracked purple platform, another mine and then you'll aggravate a couple of flying Rhynocs, stay ducked until the second has flown over before attempting to kill them, or if the gap's long enough between them you can stand up and shoot each as they pass. Go down past a green goo powerup and jump down a series of purple platforms, passing over a mine along the way. On the solid platform jump downwards to get a 25 gem before jumping back up again. Now jump up to the left, following a series of purple platforms that turn to the right. When you get to a sort of cross road in the path, go right first over a load of purple platforms then over a couple of mines to a 25 gem, head back and go up and right this time.

Shoot the rocket launcher before jumping though, and the cleaner as soon as you get off the purple platforms. Couple of flying Rhynocs and a grenadier to tackle before getting to a place with another pair together further to the right. Finish up to the end here with a few gems, then head back and go left instead. You'll eventually reach a fairy next to a red powerup and a 25 gem. Go right until you get to solid platform again.

Wind your way up here killing the Rhynocs on each level before jumping up to the next. As you finally reach the top level, head right. Finish off the level by collecting the last few gems and killing the last few waves of grenadiers, rocket launchers and sweepers before going to the top right corner and collecting the 99th firefly. One level to go.

o-----o
| Firefly 099/100 |
|-----o
| Get to the end of the Agent 9 level Volcano Vaults. |
o-----o

```

o-----o          /-----\
| [1206] |-----|          Ripto's Mondo Volcano          |
o-----o          \-----/
                | 400 Gems - 1 Firefly |
                \-----/

```

Ripto's Mondo Volcano is found on the other island reached by moving platforms, go there and pay Moneybags 1000 gems for the use of the portal.

The usual Sparx-Sheila conversation occurs, you've gotta destroy all ten lava lamps to win this level. Go down to the right, kill the two bouncing Rhynocs and stomp on top of the first of the lava lamps in the far corner. Back around and take the higher path first. Wind around to the lava lamp and destroy it, jump down and get the tough Rhynoc to bomb himself, grab the gems here then go back up using the lava lamp and along the other path you just opened up with it. Head north-west, kill the Rhynoc and wander on down to the next lava lamp along to the left. Smash it.

Jump down and along to the left, watch out for the falling rocks, track down their throwers, one to the right, one to the left, before doing anything else. Destroy both the lava lamps here as well before going further left, taking out a couple of Rhynocs and destroying the sixth lamp. Follow this new path, kill the bouncing and tough Rhynoc to get to the seventh lamp. Go up to the path newly opened on the right with a couple of the more harmless bouncing Rhynocs.

Smush the eighth lamp and open up another path, watch out for the throwing Rhynoc though before hitting the ninth. Go to that tenth just shown and destroy it and the rest of the thorns along with it. Several paths open up and the firefly appears next to the end portal. Go grab the gems in the north sections first, before heading down south to the place which was blocked in two directions. Go left first. Wander around here killing Rhynocs and grabbing gems until it's empty, then go in the right direction instead, heading towards the portal. Kill the final Rhynoc and grab the last gem before smashing into the 100th firefly of the game. With 100/100 fireflies and 8000/8000 gems (only 4800 on you though, greedy Moneybags) it's all but finished.

```

o-----o
| Firefly 100/100 | Fume |
|-----o
| Destroy all of the lava lamps in the Sheila level Ripto's Mondo Volcano. |
o-----o

```

With that done, go exit the level and head to Ripto's Volcano in the top right corner of Starry Plains and talk to Bianca to open it up.

```

o-----o          /-----\
| [1207] |-----|          Ripto's Volcano          |
o-----o          \-----/

```

This is it, the final fight. Spyro vs Ripto. It's time to make all that firefly saving worthwhile. Ripto will bring up a shield of three coloured cards, one for each type of attack. The fire powerup is to the north of the area, the ice on is south-east and the lightning one is in the south-west. You need to attack him in the order of Ice-Fire-Lightning and then quickly charge into him before his shield goes back up. Repeat another two times, there's no change to the order though so just keep it up and he'll be defeated after the third charge.

Thalia will appear by a portal and give you the ability to warp to any level in

the world using your Atlas. With 100% completed though it's a little late. Head through the portal to Sunny Plains and to talk to the Dragon Elder. The final conversation occurs with Bianca, Hunter, Sparx, Spyro and the Dragon Elder. Then the credits roll... some images to look out for during the credits. The Elder will then ask you to collect all of the gems, which you've very nearly done already. Go to the right and have a little chat with Moneybags to get the gems back from him. With all the gems collected, talk to the Dragon Elder again. You've just opened up a special game called Sparx Panic. Save the game and that's the end of the game.

You can access Sparx Panic from the main menu as well as another game called Dragon Draughts which was unlocked after defeating Ripto.

```
O~~~~~O
| [2000]           Frequently Asked Questions           |
O~~~~~O
```

Q: What restrictions/costs are there on levels?

A: Here's a table:

```
O-----O
| Level Name           | Fireflies | Moneybags |
|-----+-----+-----|
| Country Farms       | 1         |           |
| Shamrock Isle       | 3         |           |
| Temple of Dune      | 10        |           |
| Minty Mines         | 12        |           |
| Tiki Tropics        | 14        |           |
| Alpine Adobe        | 18        |           |
| Canyon Hop          |           | 500 Gems |
| Celestial Plains    | 22        |           |
| Winter Mesa         | 30        |           |
| Watertopia          | 38        |           |
| Rumble Jungle       | 40        |           |
| Lunar Ledges        |           | 1000 Gems|
| Arctic Outback      |           | 700 Gems |
| Starry Plains       | 50        |           |
| Moon Fondue         | 60        |           |
| Gypsy Road          | 65        |           |
| Volcano Vaults      | 70        |           |
| Ripto's Mondo Volcano |           | 1000 Gems|
| Ripto's Volcano     | 75        |           |
O-----O
```

Any not mentioned on the list are available as soon as you get to the world.

```
O~~~~~O
| [3000]           Cheats           |
O~~~~~O
```

Enter any of the following cheats on the Press Start screen with the Season of Flame logo. If entered correctly you'll hear a sound.

All Breaths Unlocked:

Right, Down, Up, Right, Left, Up, Right, Down, B

- This includes all powerups on a permanent basis.

All Portals Unlocked:

Up, Left, Up, Right, Up, Down, Up, Down, B

- Firefly and gem restrictions removed from all levels.

Atlas Warp Unlocked:

Down, Up, Left, Left, Up, Left, Left, Right, B

- You can now warp to any level you have in your atlas by pressing A

Blue Spyro:

Up, Up, Up, Up, Down, Left, Right, Down, B

- Spyro looks permanently frozen.

Infinite Ammo:

Right, Left, Up, Down, Right, Down, Up, Right, B

- In the Agent 9 levels you'll never run out of either type of ammo.

Infinite Lives:

Left, Right, Left, Right, Right, Right, Up, Down, B

- If you do manage to die, the life counter won't go down.

Infinite Shield:

Left, Down, Up, Right, Left, Up, Up, Left, B

- In the Agent 9 levels you can't lose your shield, except jumping on spikes

Mini-Games:

Right, Up, Down, Down, Down, Right, Up, Down, B

- Opens up the mini-game Dragon Draughts if you haven't already got it

Never Drown:

Down, Up, Right, Left, Right, Up, Right, Left, B

- The game uses the same system for saving you as in the home worlds

Super Charge:

Left, Left, Down, Up, Up, Right, Left, Left, B

- Gives you the power to smash the purple rocks

View All Worlds in Atlas:

Left, Right, Up, Up, Right, Left, Right, Up, B

- You can now view all the levels in your Atlas, useful with the Warp cheat

These cheats are from the GameFAQs 'Cheat Codes & Secrets' page for Season of Flame.

O~~~~~O
| [4000] Version History |
O~~~~~O

v1.0 - 08/11/05
Finally finished off the guide.

O~~~~~O
| [5000] Contact |
O~~~~~O

Contact me at:
dark52 (at) darkspyro (dot) net
I'll try to answer any and all questions asked unless they are obviously answered in the current guide at GameFAQs.

All submissions of strategies for mini-games and boss fights are welcome.

